SCENARIOS OVERVIEW

Each Scenario card provides the players with a crafted game experience. Instead of randomly choosing components during setup, players will use specifically designed sets of components which will lead the experience in a particular direction.

SETUP

All Scenario cards in this expansion (red banner) are not compatible with the Firelands expansion. Players may select the Scenario card that fits their desired play experience or randomly select one from the stack. During base game setup, place specific components instead of choosing them randomly. Use the reference numbers shown on the Scenario card to place the specific Special Action tiles, Correspondence tiles, and Beagle Goal tiles onto their associated board areas. Note that the Correspondence tiles shown left to right are placed top to bottom on the board.

COMPONENTS

4 Beagle Goal tiles
3 Special Action tiles
4 Crew cards
4 Scenario cards
4 Objective tiles
(2 silver, 2 golden)

NEW CREW CARDS

B1 - The player selects a previously placed Tent of that player's color and performs the associated actions as if the Tent had just been placed for the first time. They also gain 1 Temporary Knowledge token.

B2 - The player performs a value 5 Navigation action.

B3 - The player performs an Academy action without paying any Coin costs for the selected Seal or for placing the Seal on their personal board. They also gain 3 victory points.

B4 - The player moves their Evolution marker forward 2 spots and then gains 5 Coins.

Darwin's Journey

SCENARIOS
MINI-EXPANSION

GAME DESIGN
Simone Luciani
Nestore Mangone

ILLUSTRATOR
Paolo Voto

RULEBOOK AUTHOR
Jonathan Cox

THUNDERGRYPH GAMES

SCENARIO DESCRIPTIONS

B1 - Researching Specimens and writing Correspondence letters become the primary focus.

B2 - Provides many ways to gain Coins, which makes it easier to unlock Lens tokens and place workers into occupied Diary Sections.

B3 - Focused on extensive Exploration and Navigation as well as unlocking bonuses on player's personal boards.

B4 - Gaining Wax Seals and placing Tents become the primary focus.

NEW TILES & CARDS SETUP

Shuffle the new Beagle Goal tiles, Special Action tiles, Objective tiles, and Crew cards with the matching components from the base game before setup. All of these components are compatible with all other expansions.

NEW BEAGLE GOAL TILES

B1 - Each player gains 3 victory points for each Specimen token on their personal board.

B2 - Each player gains 2 victory points for each Wax Seal on their personal board, including those they gained during setup.

B3 - Each player gains 8 victory points for each of their workers that has earned the silver distinction by having 4 or more Wax Seals.

B4 - Each player gains 2 victory points for each book icon they have landed on or passed on the Theory of Evolution track.

NEW SPECIAL ACTION TILES

B1 - Gain 2 Coins for each Specimen token on the player's personal board, up to a maximum of 10 Coins.

B2 - Gain 2 victory points for each Tent the player has placed.

B3 - Spend a Temporary Knowledge token to perform any unachieved Crew card reward.

NEW OBJECTIVE TILES

The player must have placed an explorer on to the Island track associated with the Circle Explorer icon.

The player must have at least one worker that has obtained the silver distinction by having 4 or more Wax Seals.

The player must have at least one worker that has obtained the golden distinction by having 6 Wax Seals.

The player must have at least one Explorer on the final location of an Island track.